Lena Dias

See my projects on **my portfolio (lenadias.com)**!

Applying for summer work, 2022. Interested in software development, computer science, games as a rhetorical art form, the intricacies of human-centered design, and interactive media that improves human lives. Curious, considerate, creative.

EDUCATION

Junior, Worcester Polytechnic Institute (WPI) — Worcester, MA
B.S. Computer Science & B.S. Interactive Media and Game Development
Graduation May 2023, GPA 3.74

Ludlow High School — Ludlow, Massachusetts
High School Diploma
June 2019, Rank 14 of 216, GPA 4.35

WORK EXPERIENCE

Dunkin' Donuts Crew Member — Palmer, MA
-Maintained **coordinated, fast-paced teamwork**
-**Designated responsibilities** to optimize workflow
-Optimization and **prioritization of tasks** to **save time without sacrificing quality**
-Provision of friendly, personalized experiences to customers
-**Up to 9 hour work days, part-time**
Summer 2019-2020

PROJECT EXPERIENCE

Mapping Environmental Injustice —Boston, MA
-**Worked with Chelsea, MA Housing & Community Development department** to create maps analyzing local environmental hazards and demographics affected by them
-**Adapted local and national environmental and demographic data** to be compatible and easily analyzed in ArcGIS Pro
-**Made recommendations** for policy changes and environmental efforts highlighting some key problem areas
-**Presented findings** to community leaders
-**Was the primary writer for extensive published report** as well as a technical lead
-**8 hour workdays**
Fall 2021

Procedural AI Generation Test —Worcester, MA
-**Detailed goals** for an AI with "habits" that passes the Turing Test, in order to help players learn how to exploit said habits
-**Created custom game environment** to host AI
-**Followed iterative design process** to avoid overscoping
-**Fully coded and designed personally**
Fall 2021

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she/her/hers

SKILLS

Languages
- *English (native, advanced)*
- *Spanish (basic)*
- *Portuguese (basic)*

Programming Languages
- *Racket*
- *C / C++ / C#*
- *Java / Javascript*
- *HTML5*
- *Python*
- *MatLab*
- *Twine*
- *SQL*

Software & Tools
- *Microsoft Office Suite / Google Workspaces*
- *Eclipse / VSCode / IntelliJ / DrRacket*
- *Linux / Ubuntu (GDB, Radare2)*
- *Autodesk Maya (modeling)*
- *Pixologic ZBrush (modeling)*
- *Adobe Photoshop (image editing)*
- *Unity (game development, C#)*

Miscellaneous Skills
- *Professional writing (rhetorical, documentation)*
- *Rhetorical analysis*
- *Human-centered design*
- *Project management*
- *Creative design*
- *Playtesting/debugging*

ACADEMIC HONORS/AWARDS
- *WPI Dean's List (2019 – 2022)*
- *Ludlow High School, Best in English (2019)*
- *George Washington Book Award (2018)*
- *John & Abigail Adams Scholarship (2019)*
- *National Honors Society (2018-2019)*

HIGHLIGHTED COURSEWORK
- *Object-Oriented Programming*
- *Systems Programming*
- *Artificial Intelligence*
- *Machine Organization & Assembly Language*
- *Algorithms*
- *Operating Systems*
- *Database Systems*
- *3D Modeling, 2D Art, Game Audio*
- *Game Development Process*
- *Digital/Technical Game Design*
- *Storytelling for Games*
- *Social Issues in Computing/Games*
- *Calculus I-IV*
- *Probability, Statistics, Discrete Math*
- *Philosophies of Difference*

Slide Sanctuary —Worcester, MA

-**Prepared a design document** and **presented project goals**

-**Designed a puzzle game** complete with 18 unique levels over 3 days

-**Administered playtesting surveys** to gauge success of design and **iteratively developed** game using feedback

-**Fully coded and designed personally**

Spring 2021

GrannyQuest, **Gameplay Lead** —Worcester, MA

-**Managed a team of game designers** and coordinated activities with art, writing, and programming divisions **to produce a live ARG**

-**Designed human-centered puzzles**, for players to engage in naturally and independently, over the span of the game's live, week-long run

-**Supervised rollout** of puzzles and alternate reality game (ARG) experience onto internet **across several mediums**, including social media presence

Spring 2020

Growforth, **Project Lead** — Worcester, MA

-**Supervised and managed a 4-person game development team** using **Agile/Scrum** methods and Trello software

-Formulated a **concrete vision** for final product, penned story bible

-**Coded** decision-based choose-your-own adventure through Twine

-**Coordinated** playtesting, work sessions, and communication

-**Researched** development techniques, market forces and audiences

-**Published standalone application** on mainstream game-publishing site *itch.io*

Fall 2019

Experience with partnered coding, CS coursework — Worcester, MA

EXTRACURRICULAR EXPERIENCE

International Game Developers Association (IGDA)— Worcester, MA

Member
-Participation in game jams, design talks
2019-Present

Diversity in Games (DiG)— Worcester, MA

Member
-Participation in game jams, design talks
2019-Present

The Alliance, WPI oStem Affiliate Chapter— Worcester, MA

Member
2019-Present

Video Game Club (VGC)— Worcester, MA

Member
-Competitive participation in tournaments
2019-Present